CHUCK E. CHEESE'S®

Bucket Bonanza™



OWNERS AND SERVICE MANUAL

INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

10123 MAIN STREET, CLARENCE, NY 14031
SERVICE: 1-716-759-0360
FAX: 1-716-759-0884
E-MAIL: service@icegame.com
WEBSITE: www.icegame.com

TABLE OF CONTENTS

INTRODUCTION / MAINTENANCE

GAME FEATURES

The newly redesigned BUCKET BONANZA™ ball toss game has been designed to provide the owner / operator with a highly reliable, low maintenance game that will ensure high profits for years to come.

High reliability and low maintenance were obtained by utilizing only the finest of materials including: MDO (medium density overlay) - a fire retardant plywood board utilized throughout its construction, Polycarbonate plastics—used for all translucent overlays, and Powdered Epoxy Coated Metal—a baked on finish to enhance appearance as well as provide a very durable surface.

The BUCKET BONANZA™ ball toss game has been an industry favorite for years and recently has been redesigned mechanically, electronically and visually by ICE to create a highly reliable, easy to use and visually appealing game that still retains the essence that made BUCKET BONANZA™ so popular in the past and will continue to well in to the future.

Right from the factory, the BUCKET BONANZA™ ball toss game from ICE is ready for success. Just raise the rear cabinet and marquee to play height, attach the three cage sections and plug in. then flip the switch and make an attempt at BUCKET BONANZA™.

The owner / operator has the ability to change game settings, using the programming section outlined on the following pages.

GAME PLAY

The BUCKET BONANZA™ ball toss game originated in Chicago Illinois many years ago, and to this day, is still very popular. Here at ICE, we decided to redesign the BUCKET BONANZA™ ball toss game with traditional game play and as an added feature, created a rapid toss game play version. This will allow the owner / operator to choose which game play suits their location.

RAPID TOSS MODE

The game begins when the player has inserted enough coins to create one credit. A steady stream of balls are then released and the game begins. The player will then start throwing the balls as quickly as possible into the buckets, which each have an associated point value. During game play, the buckets will randomly light up. If a player throws a ball into a bucket while it is lit up, the game will double the associated point value for that bucket. A running total of points accumulated during game play will be shown on the display panel. Game play will continue until the allotted game time, displayed to the players right or left, has elapsed. The total accumulated points are then converted into the appropriate number of tickets and distributed.

TRADITIONAL MODE

The game begins when the player has inserted enough coins to create one credit. Six balls are then released and the game begins. The player will attempt to throw one ball into each bucket as they are systematically lit up, one at a time, from the front to the back. If the player misses the bucket that is lit up, it will stay lit until a ball is thrown into that bucket. If the player successfully throws one ball into each of the lit buckets before the time on the display runs out, they will win the BUCKET BONANZA™ GRAND PRIZE, which is an operator adjustable number of tickets. If the player is unable to get one ball into each lit bucket or runs out of time, they will be given an operator adjustable number of tickets based on the number of buckets the player did get the balls into.

GENERAL MAINTENANCE

The BUCKET BONANZA™ ball toss game from ICE has been designed for an absolute minimum of maintenance. To ensure a nice looking game, we suggest that you clean all surfaces on a regular basis according to the cleaning instructions listed below.

CLEANING

GAME EXTERIOR - Only clean the game exterior with non-aggressive cleaners such as Formula 409 or Fantastic. These cleaners remove dirt, yet are safe for painted or printed surfaces. You could finish cleaning with a good grade of furniture polish.

DISPLAY PANEL - the display panel (Marquee) should be cleaned with a furniture polish such as Pledge or Endust. These polishes are non-abrasive and leave a protective oil that makes the surface shine by filling in small surface scratches, eliminating “hazing” that glass type cleaners leave behind.

SET-UP / TESTING

SAFETY PRECAUTIONS

IMPORTANT: FAILURE TO FOLLOW THESE DIRECTIONS CLOSELY COULD CAUSE SERIOUS DAMAGE TO YOU AND/OR YOUR GAME.

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS

DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

GAME SET-UP

BEFORE PLUGGING THE GAME IN, OR TURNING IT ON, BE SURE THAT THE GAME HAS BEEN SET TO THE PROPER VOLTAGE. YOUR GAME SHOULD COME PRESET FROM THE FACTORY TO THE CORRECT VOLTAGE. HOWEVER, IT IS A GOOD IDEA TO CHECK THE A.C. WALL RECEPTACLE VOLTAGE BEFORE PLUGGING THE GAME IN.

ASSEMBLY INSTRUCTIONS

1. Unbox cabinet and cage sides from their respective boxes.
2. Hinge the rear wooden cabinet and marquee into the upright play position. NOTE: after the rear cabinet is hinged into place, hold until a cage side can be installed preventing the possibility of the rear cabinet and marquee from falling.
3. Install the center cage side, locking the game into its upright position.
4. Insert 1/4-20 bolt thru cage hole located in the rear section of the cage side and tighten into place.
5. Install left and right cage sides to cabinet using proper 1/4-20 bolts and tighten. NOTE: cages have mounting holes in the lower front, rear and upper rear of the cage sides. Bolts go thru the cage side into a threaded insert in the cabinet side.
6. At this time, if the marquee can not be extended to full height, follow steps 7 thru 12.
7. Remove the bolts attaching the marquee to its two support tubes.
8. Remove the marquee cover, via four bolts, and disconnect the harness from the P.C. Board.
9. Slide the marquee to its lower mounting holes and reattach using the same hardware. Tighten into place.
10. Reconnect the harness to the P.C. Board and reinstall the marquee cover.
11. Plug game in to a 3 prong grounded receptacle.
12. The game is now ready for start up.
13. Set programming options as shown in the programming section.

TESTING

After the initial setup, it is time to test your game for proper operation.

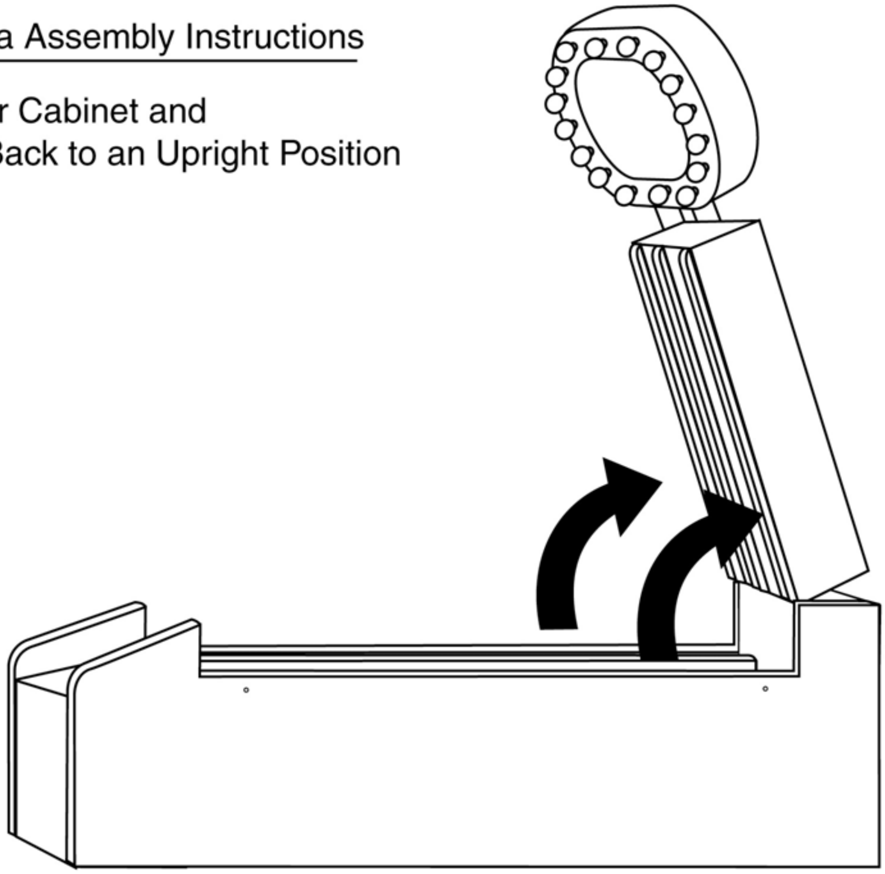
1. Place the game in its permanent location. NOTE: for convenience, this game is equipped with casters.
2. Be sure the game has been properly plugged in to a 3 prong grounded outlet, and that the receptacle is in good working order.
3. If using an extension cord, be sure it is a 3 prong grounded type of at least 16 Ga.
4. Verify that the game is set up for the proper voltage, and turn the game power on.
5. Insert coins at least ten times into the coin mechs to assure proper operation. Game play will start when the coins are inserted.
6. Check the coin and ticket counter for proper operation.
7. Check that the front door lock works smoothly.
8. Check game volume during busy time at location to set it at the proper level.

IF YOU HAVE ANY QUESTIONS OR COMMENTS REGARDING INSTALLATION OR PROPER FUNCTION OF THE GAME, PLEASE CONTACT OUR SERVICE DEPARTMENT AT:

PHONE:	**1-716-759-0360**
FAX:	**1-716-759-0884**
E-MAIL:	**service@icegame.com**

Bonanza Assembly Instructions

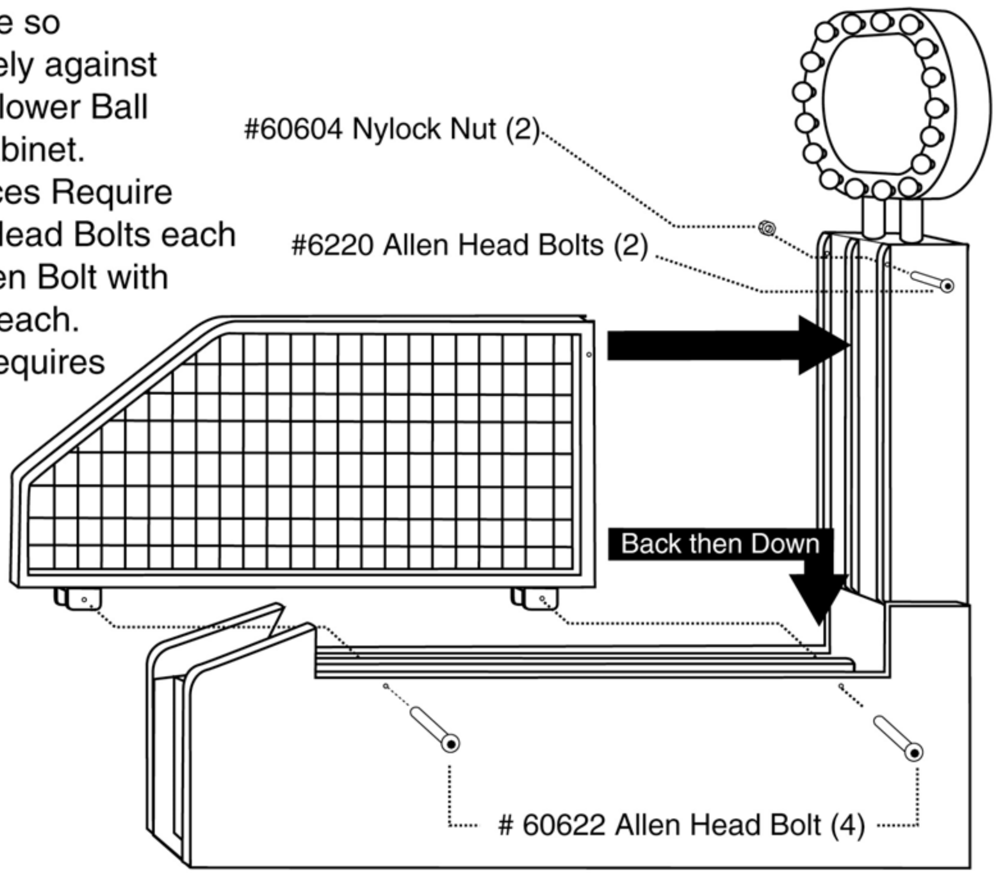
Lift Rear Cabinet and
Swing Back to an Upright Position



*First slide Ball Fence so channel rests securely against Rear Cabinet. Then lower Ball Fence onto Main Cabinet.

*Two Outer Ball Fences Require Two #60622 Allen Head Bolts each and one #62220 Allen Bolt with one Nylock # 60604each.

*Center Ball Fence requires no hardware.



PROGRAMMING

MODE	DESCRIPTION	TRADITIONAL	RAPID TOSS	DEFAULT
1	GAME TYPE	0 TRADITIONAL 6 BALL	1	0
2	COINS PER CREDIT	0 - 9	0 - 9	1
3	GAMES PER CREDIT	1 - 9	1 - 9	1
4	TICKETS PER BUCKET	0 - 10	NOT USED	1
5	GRAND PRIZE TICKETS	0 - 99	NOT USED	10
6	POINT PER TICKET	NOT USED	10 - 500*	1000
7	MINIMUM TICKETS (0 = OFF)	0 - 9	0 - 9	3
8	MAXIMUM TICKETS (0 = OFF)	NOT USED	0 - 50	0
9	ATTRACT IN MIN. (0 = OFF)	0 - 30	0 - 30	3
10	RESTORE FACTORY DEFAULTS	0 - 1	0 - 1	0

~~*Incremented by 10's to 200 and by 50's to 500 (Multiply value shown on display by 10)~~

PROGRAMMING

To enter the programming mode, open the ticket door at the front of the cabinet and locate the small programming button in the center of the main board. Press this button once and you are in the programming mode. On the inside right wall of the game, there are two buttons marked OPTION and VALUE / TEST. Use this option button to scroll through the option numbers displayed on the left display board. Press the value / test button to change the value of the option which will be displayed on the right display board. When you have set all the options the way you want them, press the programming button on the main board once again to exit the programming mode, and the game will resume normal play with your updated changes.

PROGRAMMING

EXPLANATION OF OPTIONS

GAME TYPE - This option allows the operator to choose between two game play modes. Be aware that to change from the factory set game play mode to the other game play mode requires additional changes. See game repair section under "Game Play Change".

COINS PER CREDIT - This option allows the operator to set the number of coins that will equal 1 credit.

GAMES PER CREDIT - This option allows the operator to set the number of games that each credit is worth.

TICKETS PER BUCKET - This option allows the operator to set the number of tickets that the player will get for every bucket that they make. NOTE: This option is only valid for the Traditional game play mode.

POINT PER TICKET - This option allows the operator to set the number of points that each ticket is worth. NOTE: This option is only valid for the Rapid Toss game play mode.

MINIMUM TICKETS - This option allows the operator to set the minimum number of tickets that the game will payout.

MAXIMUM TICKETS - This option allows the operator to set the maximum number of tickets that the game will pay out. NOTE: This option is only valid for the Rapid Toss game play mode.

ATTRACT IN MIN. - This option allows the operator to set the number of minutes between attract modes.

RESTORE FACTORY DEFAULTS - This option allows the operator to reset the game back to the original factory defaults. A setting of "0" for this option will retain the current settings. A setting of "1" in this option will reset all options to the factory defaults.

TEST MODE

To enter the programming mode, open the ticket door at the front of the cabinet and locate two buttons marked OPTION and VALUE / TEST on the inside right wall of the game. Press the button marked value / test once and you will now be in the test mode. The following tests will automatically be performed simultaneously:

1. The drive motor will turn on for a period of time to show that it is working properly.
2. The game will check the function of the sensor, counting balls as they pass and will produce an audible "Whoops" for every ball that passes by while the drive motor is on.
3. The selector motor will switch regularly back and forth moving the selector arm from side to side showing proper operation of the selector motor.
4. The game will systematically light each segment of each display in a clockwise rotation showing proper operation.
5. The bucket ring boards will systematically light up, one at a time, up and down the row, to check for proper operation.
6. The game will systematically light each light in the marquee in a clockwise motion to show proper operation.

The operator can then stick their hand into each bucket to check for proper operation of each sensor. Each time a sensor beam is broken, there will be an audible "Whoops" confirming proper operation.
To exit the test mode, turn the game off at the main power switch.

QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO GAME POWER	ON-OFF SWITCH ON GAME TURNED OFF A.C. POWER FUSE BLOWN GAME NOT PLUGGED OR CORD DAMAGED BAD TRANSFORMER TRANSFORMER NOT CONNECTED BAD POWER MODULE	TURN POWER ON REPLACE WITH PROPER FUSE CHECK POWER CORD CHECK FOR PROPER VOLTAGES CHECK HARNESS REPLACE POWER MODULE
GAME WILL NOT TAKE MONEY OR GIVE CREDITS CORRECTLY	BAD COIN SWITCH COIN DISCOUNTING OPTION SET WRONG COINS PER CREDIT SETTING INCORRECT BAD COIN MECHANISM LOOSE OR DAMAGED HARNESSING BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE	CHECK W/METER OR REPLACE CHECK PROGRAMMABLE SETTING CHECK PROGRAMMABLE SETTING ADJUST OR REPLACE CHECK W/METER AND REPAIR REPAIR OR REPLACE MAIN BOARD CHECK AND REPLACE FUSE
TICKETS DO NOT DISPENSE OR DISPENSE INCORRECTLY	ZONE VALUES SET UP INCORRECTLY TICKET RESET BUTTON NOT PUSHED TICKET DISPENSER OPTICAL SENSOR DIRTY TICKET DISPENSER HARNESSING BAD TICKET DISPENSER BAD BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE	CHECK PROGRAMMABLE SETTING PRESS RESET BUTTON CLEAN OPTICAL SENSOR CHECK W/METER AND REPAIR REPLACE DISPENSER REPLACE MAIN P.C. BOARD CHECK AND REPLACE FUSE
BUCKETS DO NOT LIGHT	BAD L.E.D. BAD DRIVE TRANSISTOR ON P.C. BOARD BAD MAIN P.C. BOARD BAD BUCKET SENSOR DRIVER P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE	REPLACE L.E.D. REPLACE TRANSISTOR REPLACE MAIN P.C. BOARD REPLACE P.C. BOARD CHECK AND REPLACE FUSE
MARQUEE BULBS DO NOT LIGHT	BAD LIGHT BULB BAD MARQUEE P.C. BOARD BAD INTERCONNECT HARNESSING BAD MAIN P.C. BOARD MARQUEE P.C. BOARD FUSE BAD BAD 5 VOLT POWER SUPPLY FUSE	REPLACE LIGHT BULB REPLACE MARQUEE P.C. BOARD CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE
SCORE DISPLAYS DO NOT WORK	BAD 12 VOLT FUSE BAD 5 VOLT POWER SUPPLY FUSE BAD SCORE DISPLAY P.C. BOARD BAD MAIN P.C. BOARD BAD SCORE DISPLAY HARNESSING	CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE REPAIR OR REPLACE P.C. BOARD REPAIR OR REPLACE P.C. BOARD CHECK W/METER AND REPAIR
BALL SUPPLY MOTOR DOES NOT WORK	BAD BALL SUPPLY MOTOR BAD BALL SENSOR (LOCATED UNDER TOP COVER BAD MAIN P.C. BOARD BALLS JAMMED IN FEED TUBE	REPLACE MOTOR REPLACE SENSOR REPLACE P.C. BOARD CLEAN DEBRIS FROM FEED TUBE
BALLS DO NOT DISPENSE TO PROPER SIDE	BAD BALL DIVERTER MOTOR BAD MAIN P.C. BOARD BAD BALL SENSOR DEBRIS CAUGHT IN TOP COVER	REPLACE MOTOR REPAIR OR REPLACE MAIN BOARD REPLACE BALL SENSOR REMOVE BLOCKAGE
LOW / NO TICKET INDICATOR DOES NOT WORK	BAD INDICATOR L.E.D. L.E.D. INSTALLED BACKWARDS STATION HARNESSING BAD TICKET MICROSWITCH BAD MAIN P.C. BOARD BAD	REPLACE L.E.D. REVERSE L.E.D. CHECK W/METER AND REPAIR REPLACE MICRO SWITCH REPAIR OR REPLACE P.C. BOARD
BUCKET SENSORS DO NOT WORK	HARNESS DISCONNECTED/DAMAGED BAD SENSOR BOARD MISALIGNED SENSORS MAIN P.C. BOARD PROBLEM	CHECK AND CONNECT/REPLACE CHECK AND REPLACE ALIGN SENSORS REPAIR OR REPLACE

GAME REPAIR

WARNING: ALWAYS REMOVE POWER FROM THE GAME BEFORE ATTEMPTING ANY SERVICE, UNLESS NEEDED FOR SPECIFIC TESTING. FAILURE TO OBSERVE THIS PRECAUTION COULD RESULT IN SERIOUS INJURY TO YOURSELF AND/OR OTHERS.

TROUBLESHOOTING PHILOSOPHY

To find problems with the game, always check the obvious first. See that the game is plugged in and that all of the fuses on the game are good.

Next, check to see that all of the connectors are firmly seated and that no wires have been pulled out.

When trying to find out if specific components are bad or not, try swapping them with components from another player station to see if the problem moves with the component, or stays where it was. This will help you to know if you have a problem with a specific component, or maybe a problem with either the wiring or the Main P.C. Board. Use extreme caution when using probes or volt-meters if the game is powered up. If checking continuity, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

If P.C. Boards are suspected as causing problems, check to see that all I.C. chips are firmly seated on the boards.

MAIN P.C. BOARD REPLACEMENT

1. Remove all A.C. power from the game.
2. Unlock and open the front door.
3. Carefully remove all of the connectors from the P.C. Board.
4. Remove the 4 long plastic hexagon nuts that secure the board to the main board housing.
5. Gently pull the P.C. Board from the mounting studs.
6. Reassemble in the reverse order using a new main P.C. Board.

DISPLAY BOARD REPLACEMENT

1. Remove all A.C. power from the game.
2. Unlock and open front doors.
3. Carefully disconnect the multi-pin connector from the P.C. Board.
4. Remove the plastic hexagon nuts that secure the board in place.
5. Carefully remove the P.C. Board from the mounting studs.
6. Reassemble in the reverse order using a new display P.C. Board.

MARQUEE BULB REPLACEMENT

1. Remove all A.C. power from the game.
2. Carefully unscrew bulb housing cap.
3. Remove bulb from bulb housing.
4. Reassemble in reverse order using new bulb.

SENSOR P.C. BOARD REPLACEMENT

1. Remove all A.C. power from the game.
2. Determine what side the bad sensor is located on.
3. Reach inside first bucket and carefully lift the bucket assembly up to disconnect the 2 multi-pin connectors. NOTE: DO NOT lift bucket assembly by the buckets as they may break.
4. With a minimum of two people slide the

bucket assembly forward and remove from main cabinet.

5. Carefully lay bucket assembly on its side, on a hard flat surface.
6. Locate bad sensor.
7. Carefully disconnect all connectors from the suspected bad board.
8. Remove hexagonal nuts securing board and remove board from its studs.
9. Reassemble in reverse order.

SELECTOR MOTOR REPLACEMENT

1. Remove all A.C. power from the game.
2. Unlock and open front doors.
3. Locate the selector motor on the inside top of the front cabinet.
4. Remove the rubber motor cap and disconnect motor power leads.
5. Remove 8 bolts securing the pink ball cover in place.
6. Remove ball cover exposing selector motor.
7. Remove selector arm by loosening the #6-32 bolt at the end of the arm and gently pulling arm off selector motor shaft.
8. Remove 2 small screws securing the selector motor to the game.
9. Reassemble in reverse order using a new selector motor.

DRIVE MOTOR REPLACEMENT

1. Remove all A.C. power from the game.
2. Unlock and open front doors.
3. Locate drive motor in the front center of the front cabinet.
4. Remove rubber motor cap and disconnect the motor power leads.
5. Remove the two 1/4-20 bolts that secure the motor plate to the cabinet's vertical separator wall.
6. Pull motor and motor plate straight up, disconnecting it from the rotational ball pusher.
7. Remove the 4 bolts securing the drive motor to the motor plate.
8. Reassemble in reverse order using new drive motor.

BUCKET RING BOARD REPLACEMENT

1. Remove all A.C. power from the game.
2. Determine what side the bad sensor is located on.
3. Reach inside first bucket and carefully lift the bucket assembly up to disconnect the 2 multi-pin connectors. NOTE: DO NOT lift bucket assembly by the buckets as they may break.
4. With a minimum of two people slide the bucket assembly forward and remove from main cabinet.
5. Carefully lay bucket assembly on its side, on a hard flat surface.
6. Disconnect the bucket ring board from the bucket sensor board.
7. Remove the 4 screws inside the bucket securing it in place and remove bucket.
8. Turn bucket upside down and remove Nylock nuts securing the bucket ring board to the bucket. NOTE: There are four small springs on the bucket ring board that must be reinstalled with the new ring board for automatic retraction to work properly.
9. Carefully remove the bucket ring board from its mounting studs.
10. Reassemble in reverse using a new bucket ring board.

BUCKET RING BOARD REPLACEMENT

There are two game modes in the BUCKET BONANZA™ game, Rapid Toss and Traditional. See game play details in the introduction section. In order to change from one type of game play to the other, the following steps must be taken:

RAPID TOSS TO TRADITIONAL

1. Unlock and open the front doors of the game.
2. Power up the game and enter the programming mode by pressing the button labeled "PROG" on the inside right wall of the front cabinet.
3. Change option 1 from 1 to 0. NOTE: A setting of "0" is for Traditional and a setting of "1" is for Rapid Toss.
4. Exit programming mode by pressing the same black button as step 2 again.
5. Remove all A.C. power from the game.
6. Remove the display boards from both sides of the game. (See display board replacement)
7. The display overlay is held in place by 4 bolts in the 4 corners. Remove the long hexagonal nuts that secure the overlay in place.
8. Remove the Rapid Toss display overlay and replace it with the Traditional display overlay.
9. Reassemble in reverse order.
10. Using the supplied square drive bit, remove the 4 square drive screws securing the Rapid Toss instruction plate in place.
11. Carefully remove the Rapid Toss instruction plate and replace it with the Traditional instruction plate.
12. Reinstall the 4 square drive screws attaching the instruction plate firmly in place.
13. Remove the Rapid Toss number decals from each bucket and replace them with the supplied number decals for the Traditional game.

The game is now converted to the Traditional game. If you want to change the game from a Traditional game to a Rapid Toss game, follow the same basic instructions (previously explained), except that you will be converting the game from Traditional game play to Rapid Toss game play.

PARTS LISTING

MECHANICAL PARTS

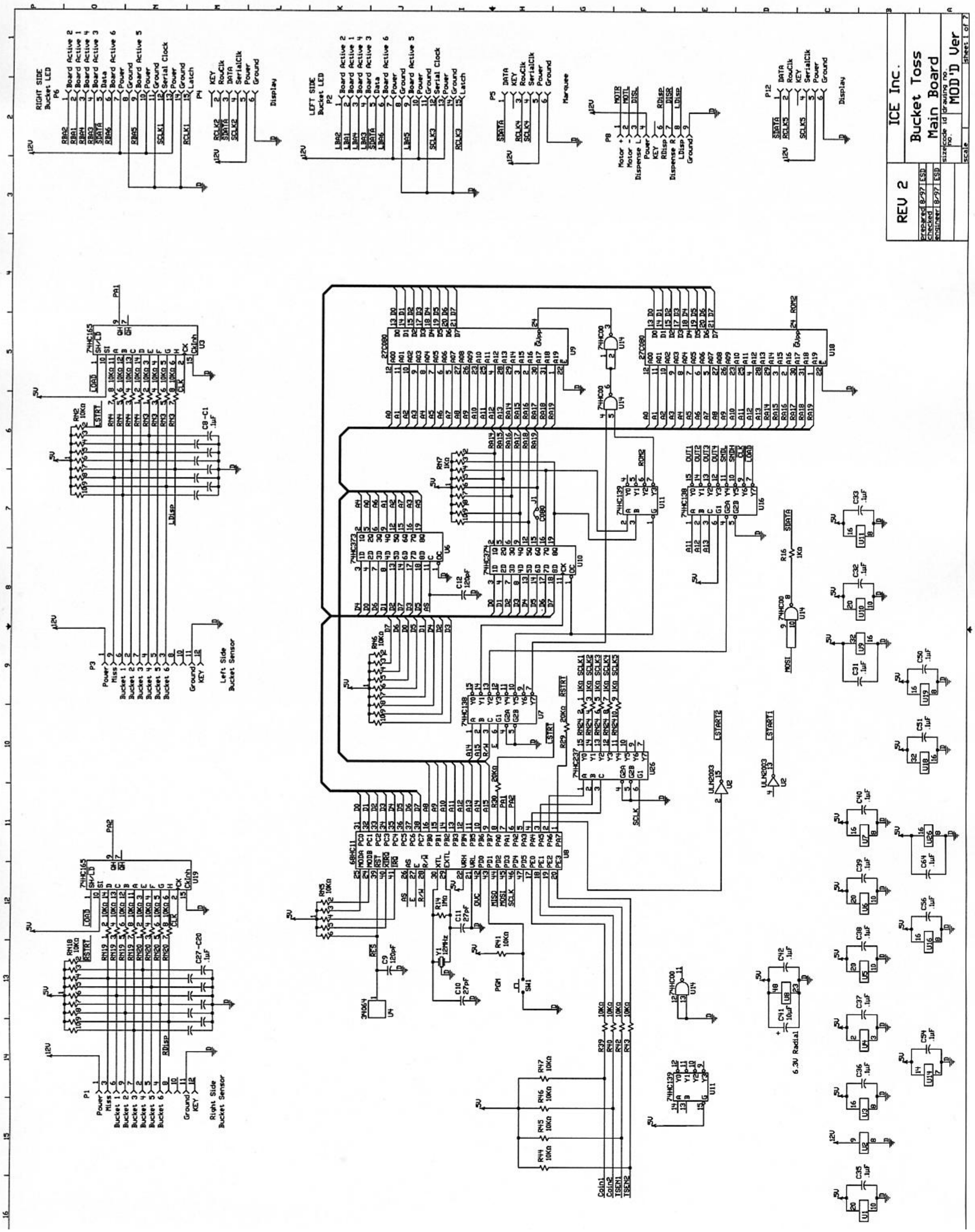
1017	LED HOLDER
1024	TICKET BIN
1026	TICKET BIN SWITCH MTG. BRACKET
BZ1002	FENCE
BZ2008X	BALL SORT ASSEMBLY
BZ2008	BALL SORT MOTOR
BZ3009	MOTOR CAP (1 1/8”)
BZ2012X	IMPELLER ASSEMBLY
BZ2003	BALL EXIT COVER
BZ3004	BUSHING (IMPELLER)
BZ3005	BALL DELIVERY CHANNEL
BZ3007	IMPELLER DRIVE SHAFT
BZ3010	BALL EXIT ROOF
BZ3020	BALL
BZ9001	SERVICE MANUAL
CG1009	CASH BOX LID
FP1019	LEVELER FEET

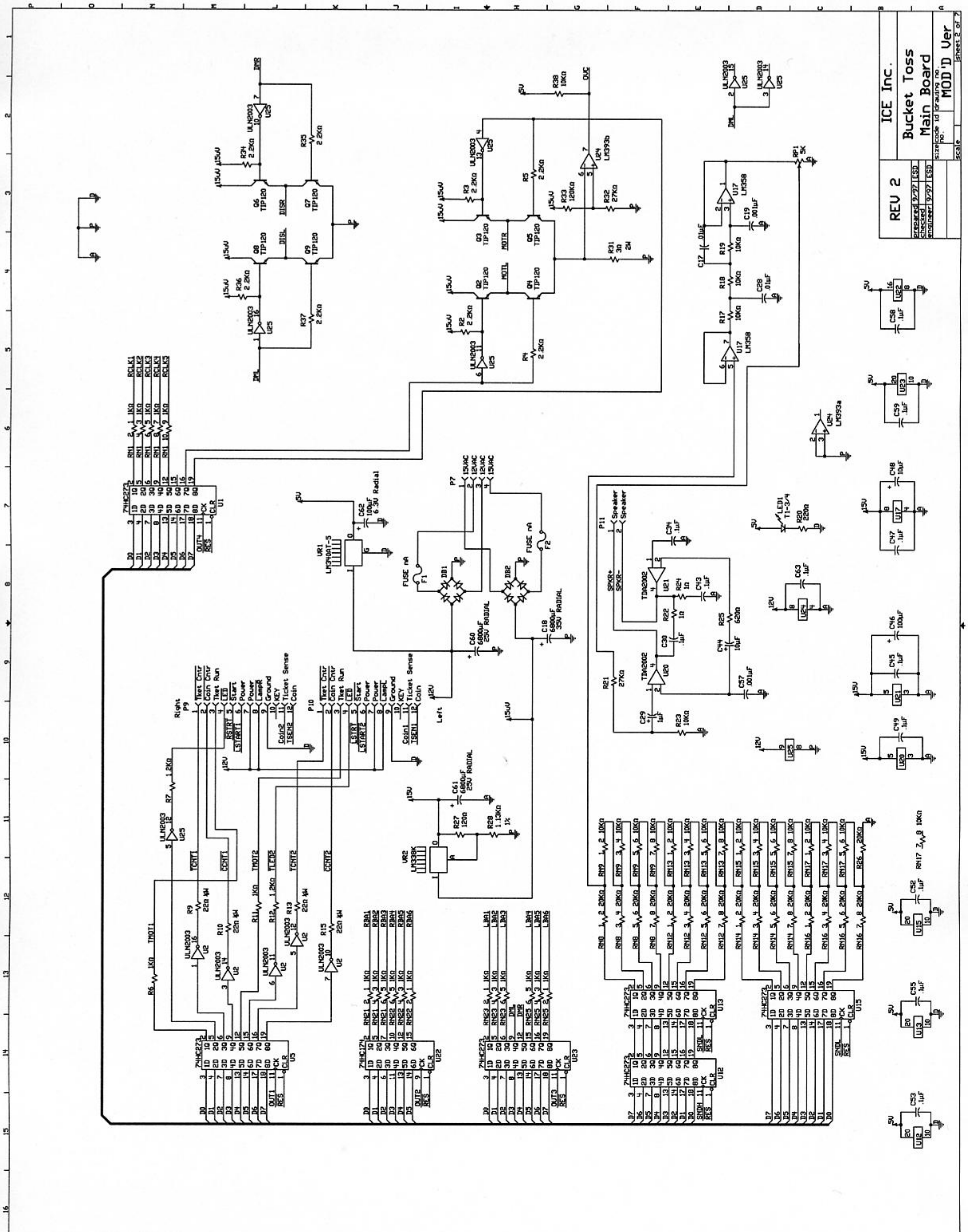
DECALS AND GRAPHICS

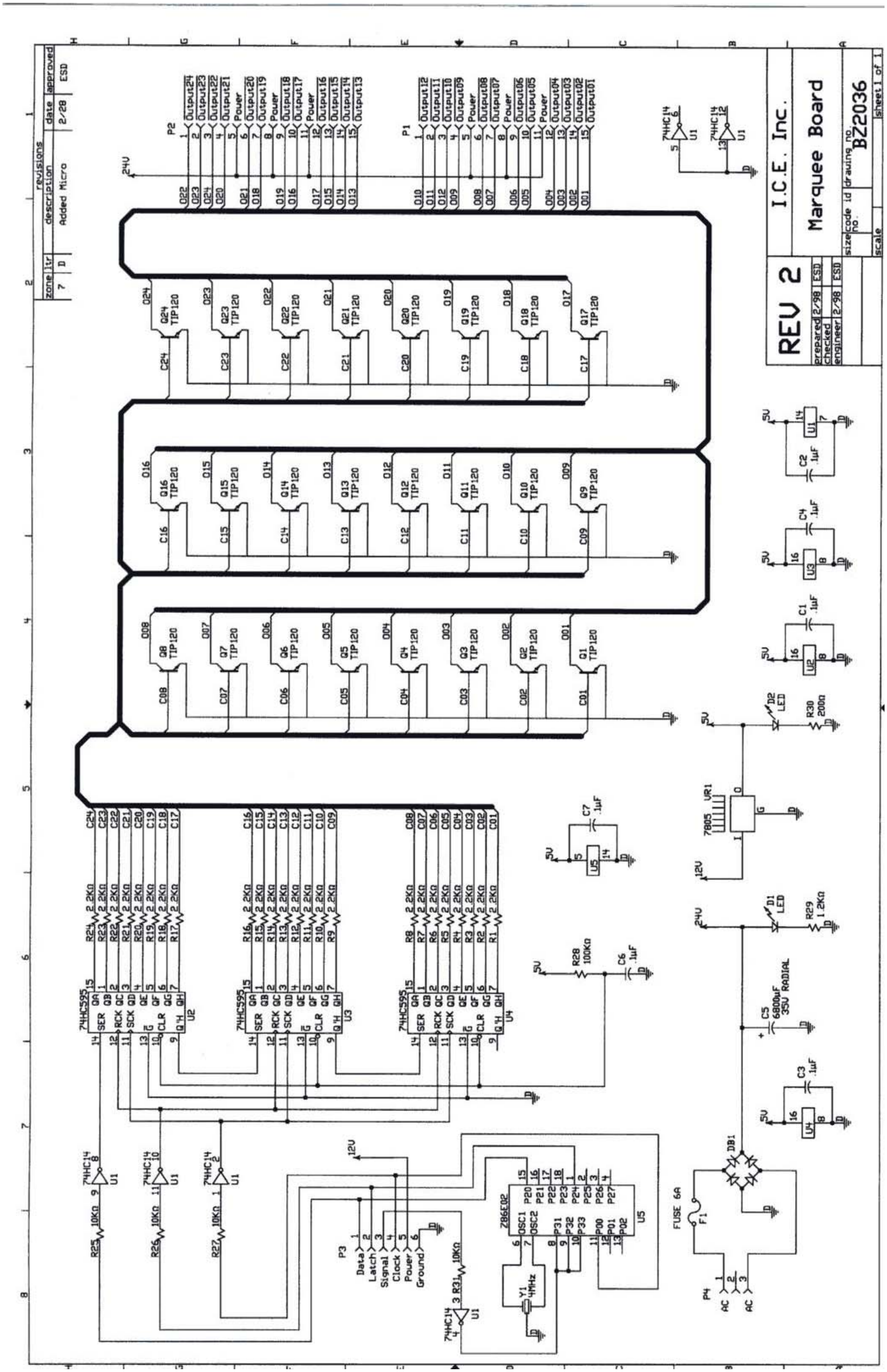
	DECAL (INSTRUCTIONS TRAD.)
BZ7102	DECAL (INSTRUCTIONS RAPID)
	DECAL (BUCKET NUMBER)
BZ7104	SCORE PANEL (TRADITIONAL)
	SCORE PANEL (RAPID TOSS)
BZ7106	DECAL (DOOR LEFT)
BZ7107	DECAL (DOOR RIGHT)
BZ7008	DECAL (REAR CAB. SIDE)
BZ7009	DECAL (FRONT CAB. LEFT)
BZ7010	DECAL (FRONT CAB. RIGHT)
BZ7127	DECAL (UPPER MARQUEE)
BZ7128	DECAL (LOWER MARQUEE LEFT)
BZ7129	DECAL (LOWER MARQUEE RIGHT)
CC7002	DECAL (ICE)

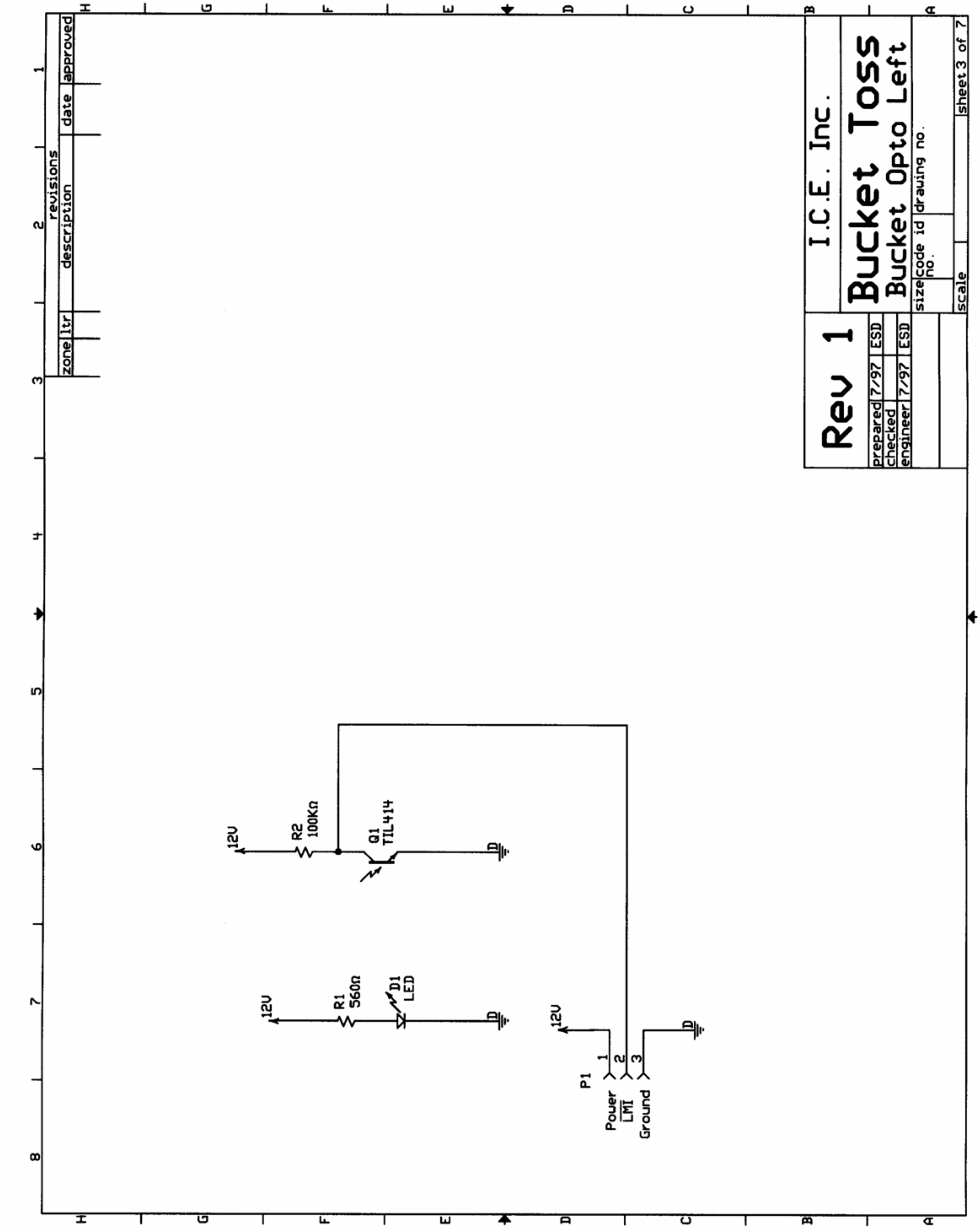
ELECTRONIC / ELECTRICAL

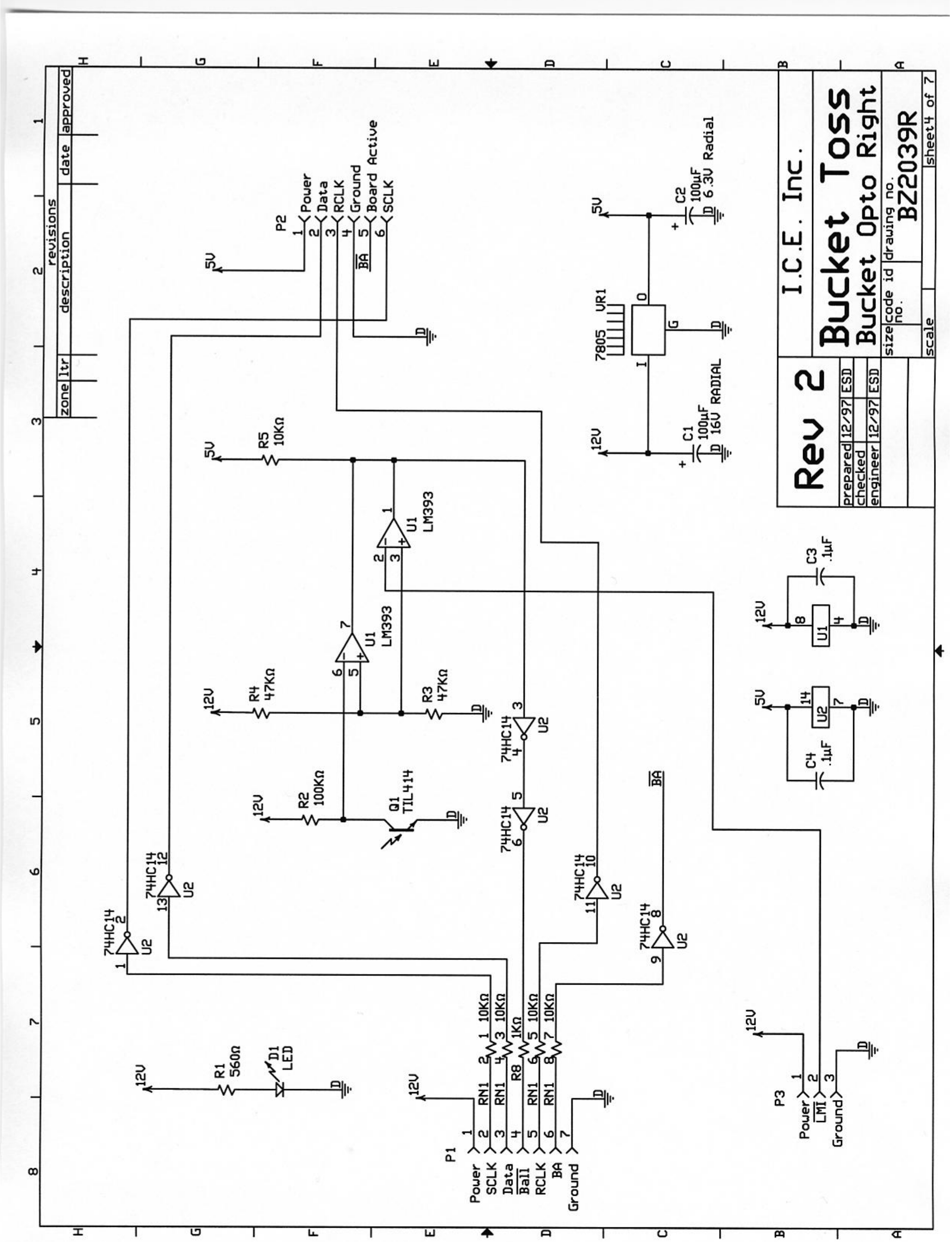
2132	BULB (GE BRIGHT STICK)
2943	BULB (ZAMPERELLA)
AR2007	SPEAKER (6” X 9”)
AR2028X	PCBA (BALL COUNTER)
CC2027	POWER CORD
BZ2002X	TRANSFORMER
2892	POWER MODULE
HH2012	DRIVE MOTOR
BZ2032X	PCBA (DISPLAY)
BZ2034X	PCBA (MAIN)
2062	2 AMP SLO BLO FUSE
208004	DRIVER IC
208009	VOLTAGE REGULATOR
2110	TIP 122 TRANSISTOR
2124	LM 358 VOLTAGE REGULATOR
2232	PUSH BUTTON SWITCH
2250	IC74HC138
2251	IC74HC139
2253	IC74HC374
2254	AUDIO AMP.
2262	IC74HC174
2295	6 AMP SLO BLO FUSE
2362	LM340ATS VOLTAGE REGULATOR
2368	MICROPROCESSOR
2720	EPROM
BZ2035X	PCBA (BUCKET RING BOARD)
BZ2036X	PCBA (MARQUEE)
BZ2039LX	PCBA (SENSOR OPTO LEFT)
2641	LED MITTER
2642	PHOTO TRANSISTOR
BZ2039LB	PCBA (SENSOR OPTO LEFT)
BZ2039RX	PCBA (SENSOR OPTO RIGHT)
BZ3001	BUCKET
BZ3006	ZAMPERELLA LENS
HH5005	TICKET DISPENSER
PC20224	12 VOLT COUNTER
PC20429	RED LED DIFFUSED

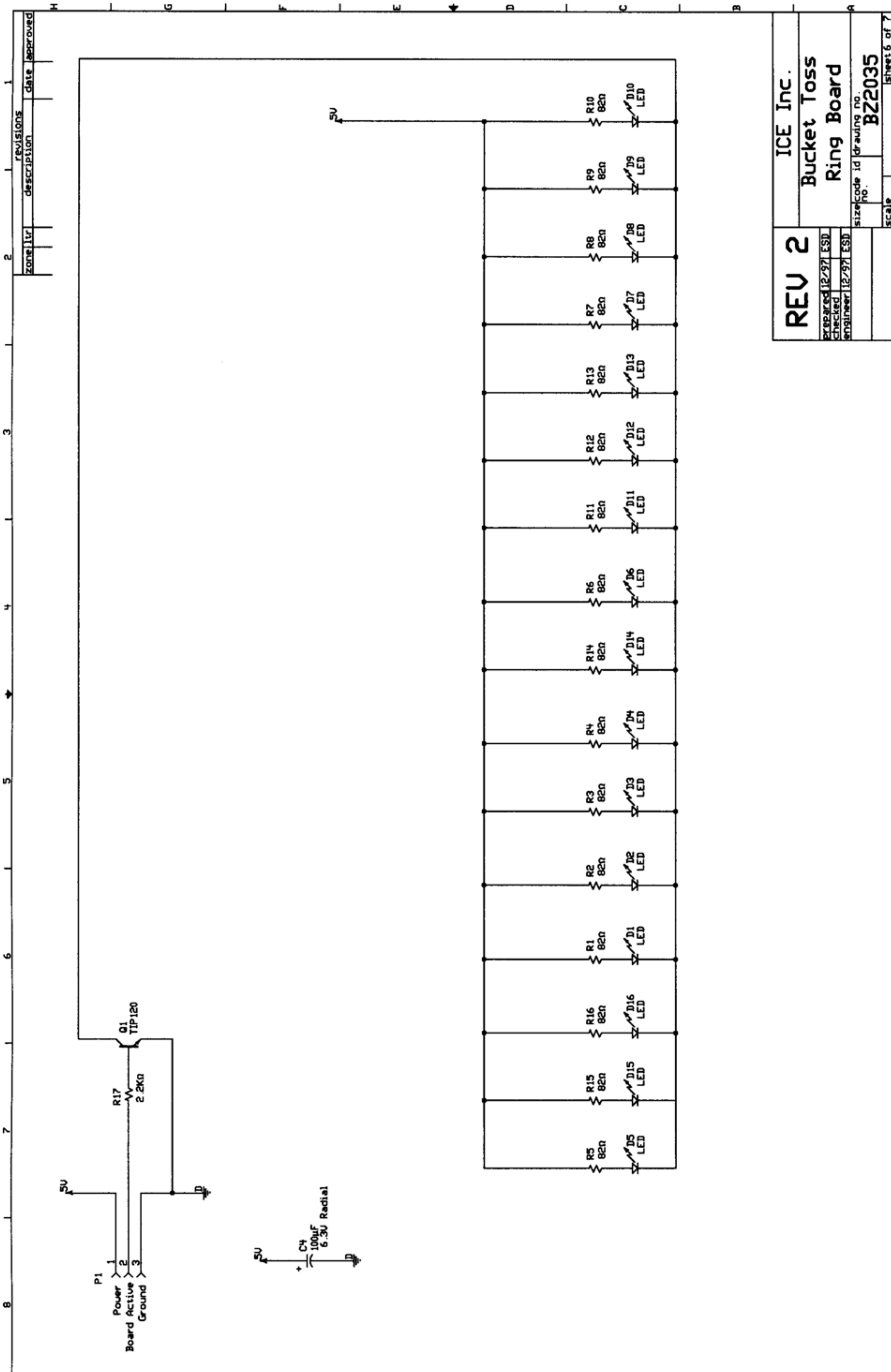

ICE Inc.
Bucket Toss
Main Board
MOD'D Ver
REV 2
sheet 1 of 7

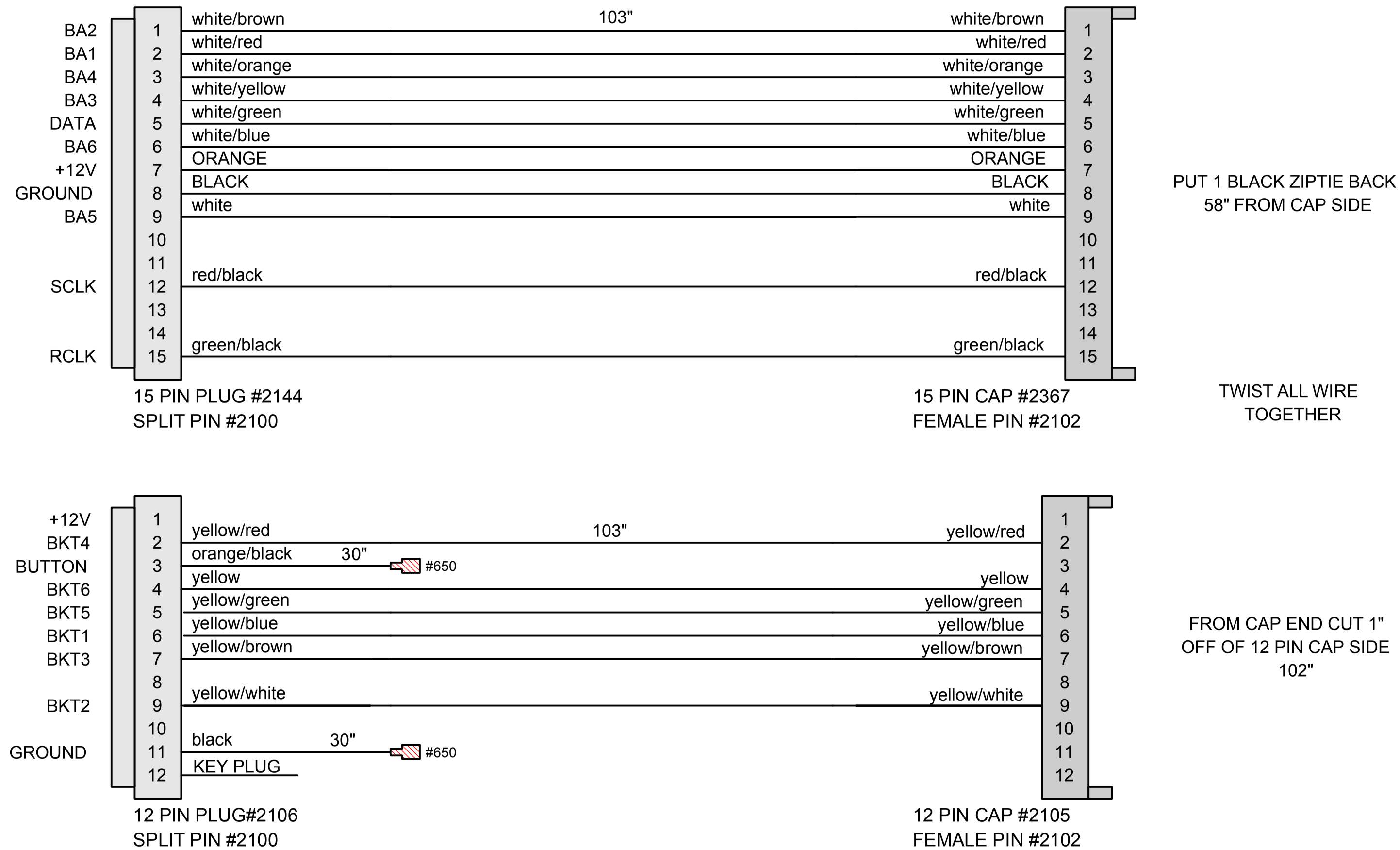

ICE Inc.
Bucket Toss
Main Board
MOD'D Ver
REV 2
Sheet 2 of 7


I.C.E. Inc.
Marquee Board
REV 2
B22036
revisions
Added Micro
2/28
ESD
sheet 1 of 1


revisions
zone
ltr
description
date
approved
Rev 1
prepared 7/97 ESD
checked
engineer 7/97 ESD
I.C.E. Inc.
Bucket Toss
Bucket Opto Left
size
code id no.
drawing no.
scale
sheet 3 of 7
12V
R2
100KΩ
Q1
TIL414
R1
560Ω
D1
LED
P1
1
2
3
Power
LMI
Ground

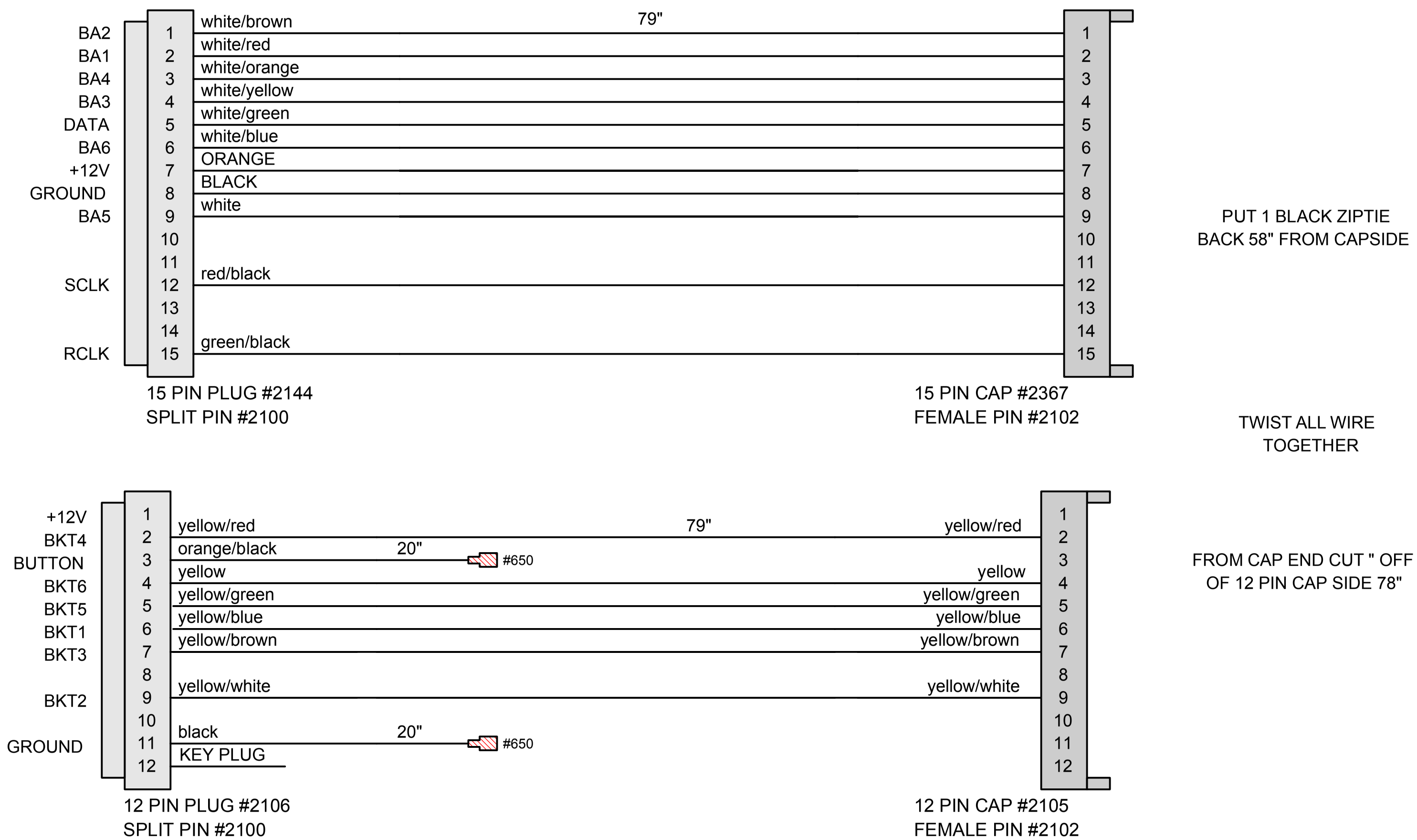

I.C.E. Inc.
Bucket Toss
Bucket Opto Right
Rev 2
prepared 12/97 ESD
checked
engineer 12/97 ESD
size
code id no.
drawing no.
BZ2039R
scale
sheet 4 of 7
revisions
zone
ltr
description
date
approved
P1
Power
SCLK
Data
Ball
RCLK
BA
Ground
P2
Power
Data
RCLK
Ground
Board Active
SCLK
P3
Power
LMI
Ground
R1 560Ω
D1 LED
R2 100KΩ
Q1 TIL414
R3 47KΩ
R4 47KΩ
R5 10KΩ
R8 1KΩ
RN1 10KΩ
U1 LM393
U2 74HC14
VR1 7805
C1 100µF 16V RADIAL
C2 100µF 6.3V Radial
C3 .1µF
C4 .1µF
12V
5V
BA


ICE Inc.
Bucket Toss
Ring Board
REV 2
prepared 12/97 ESD
checked
engineer 12/97 ESD
size
code id no.
drawing no.
BZ2035
scale
sheet 6 of 7
revisions
zone
ltr
description
date
approved
5V
Q1
TIP120
R17
2.2KΩ
P1
Power
Board Active
Ground
C4
100uF
6.3V Radial
R10 82Ω
D10 LED
R9 82Ω
D9 LED
R8 82Ω
D8 LED
R7 82Ω
D7 LED
R13 82Ω
D13 LED
R12 82Ω
D12 LED
R11 82Ω
D11 LED
R6 82Ω
D6 LED
R14 82Ω
D14 LED
R4 82Ω
D4 LED
R3 82Ω
D3 LED
R2 82Ω
D2 LED
R1 82Ω
D1 LED
R16 82Ω
D16 LED
R15 82Ω
D15 LED
R5 82Ω
D5 LED



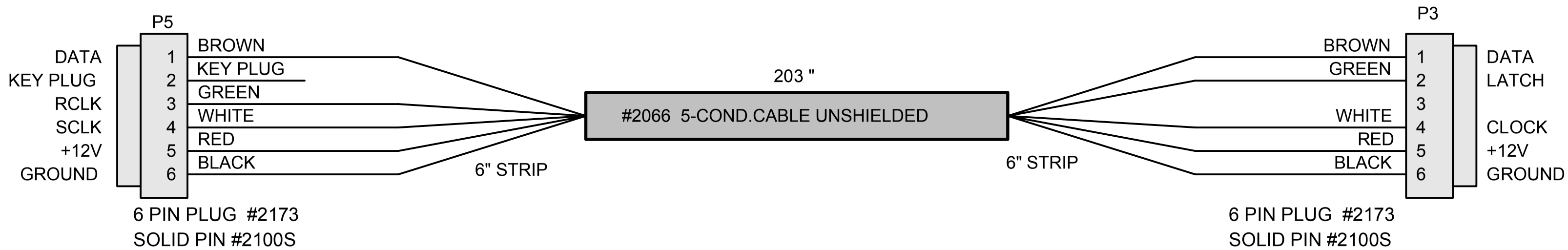
QTY 1 PER GAME

TITLE	BZ2054LX				
DESCRIPTION	BOZO BUCKET LED/SENSE EXTENSION LEFT			FILENAME	BOZO_HARN.VSD
				DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02	PAGE	1 OF 16



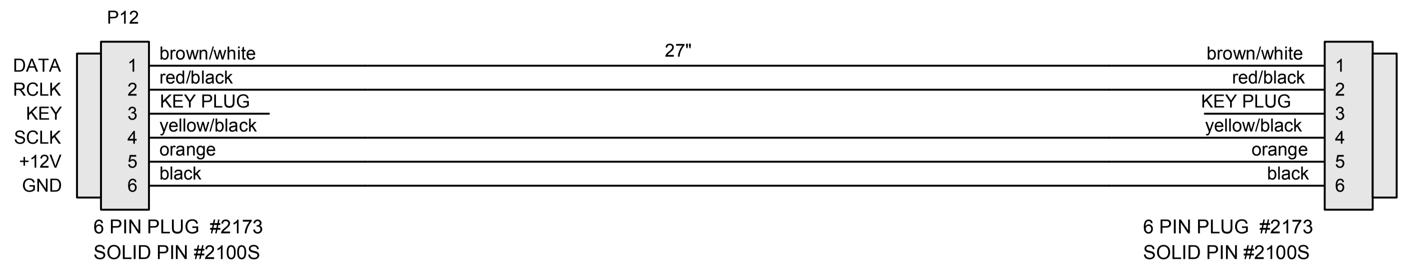
QTY 1 PER GAME

TITLE	BZ2054SX		
DESCRIPTION	BOZO BUCKET LED/SENSE EXTENSION RIGHT	FILENAME	BOZO_HARN.VSD
		DRAWN BY	CMZ
DATE 2/5/98	REVISED 11/8/02	PAGE	2 OF 16



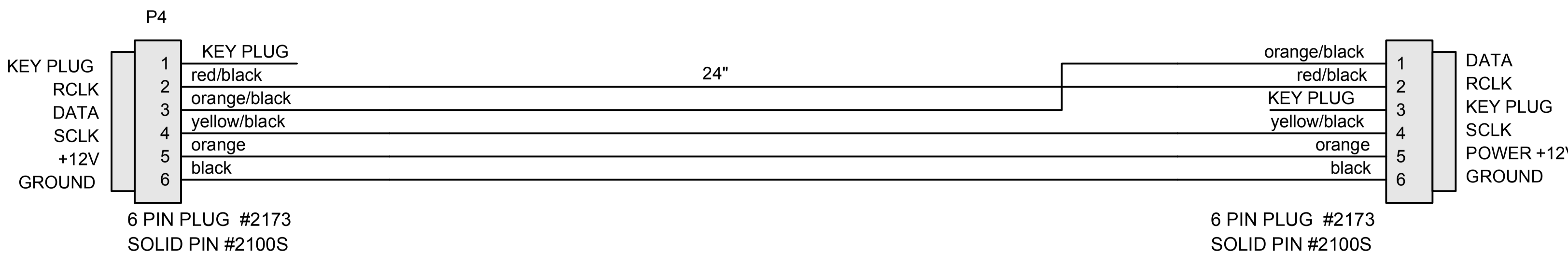
QTY 1 PER GAME

TITLE	BZ2057X		
DESCRIPTION	MARQUEE	FILENAME	BOZO_HAR.VSD
		DRAWN BY	CMZ
DATE 2/5/98	REVISED 11/8/02	PAGE	3 OF 16



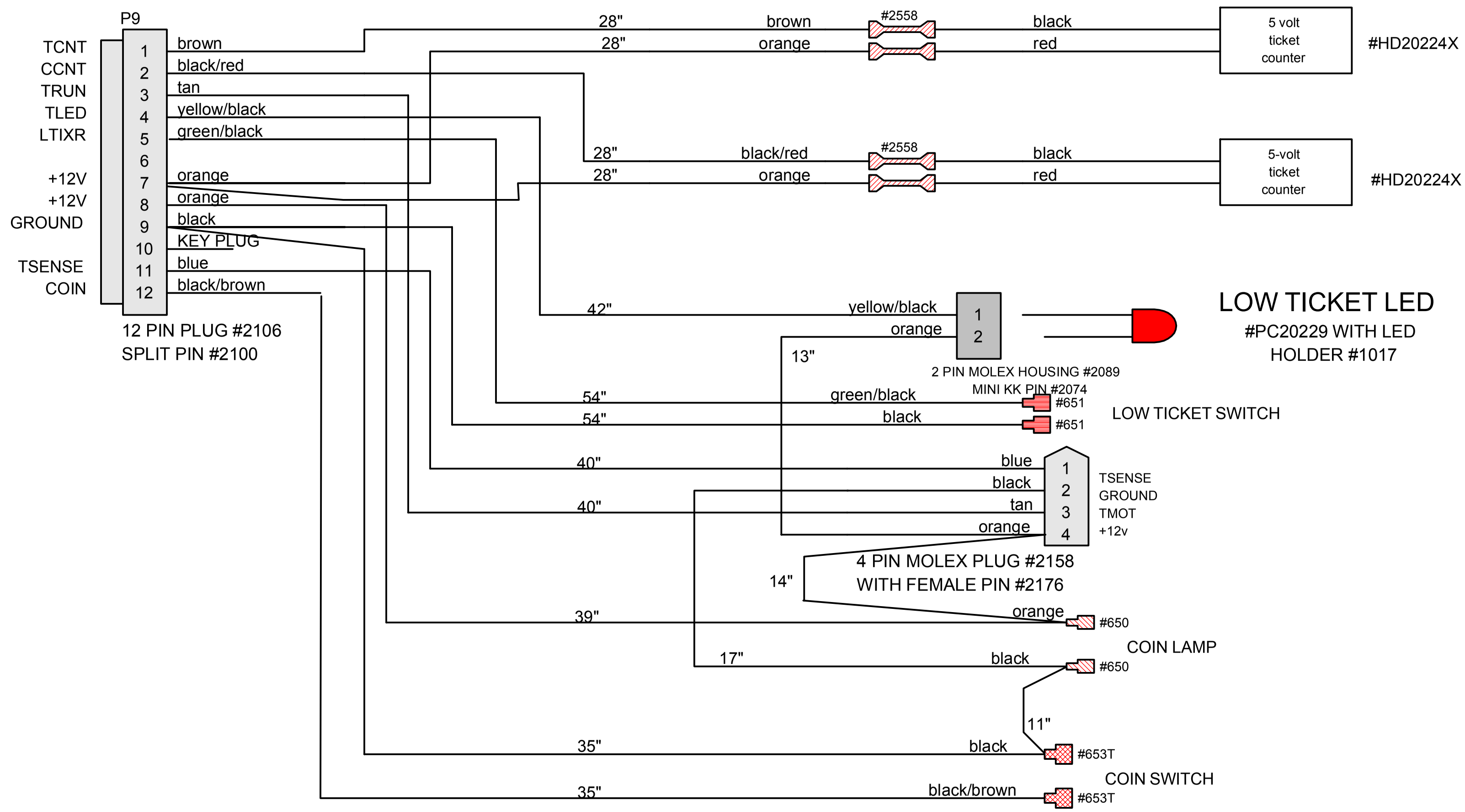
QTY 1 PER GAME

TITLE	BZ2051LX		
DESCRIPTION	DISPLAY LEFT	FILENAME	BOZO_HAR.VSD
		DRAWN BY	CMZ
DATE	2/5/98	REVISED	11/8/02
PAGE	4 OF 16		



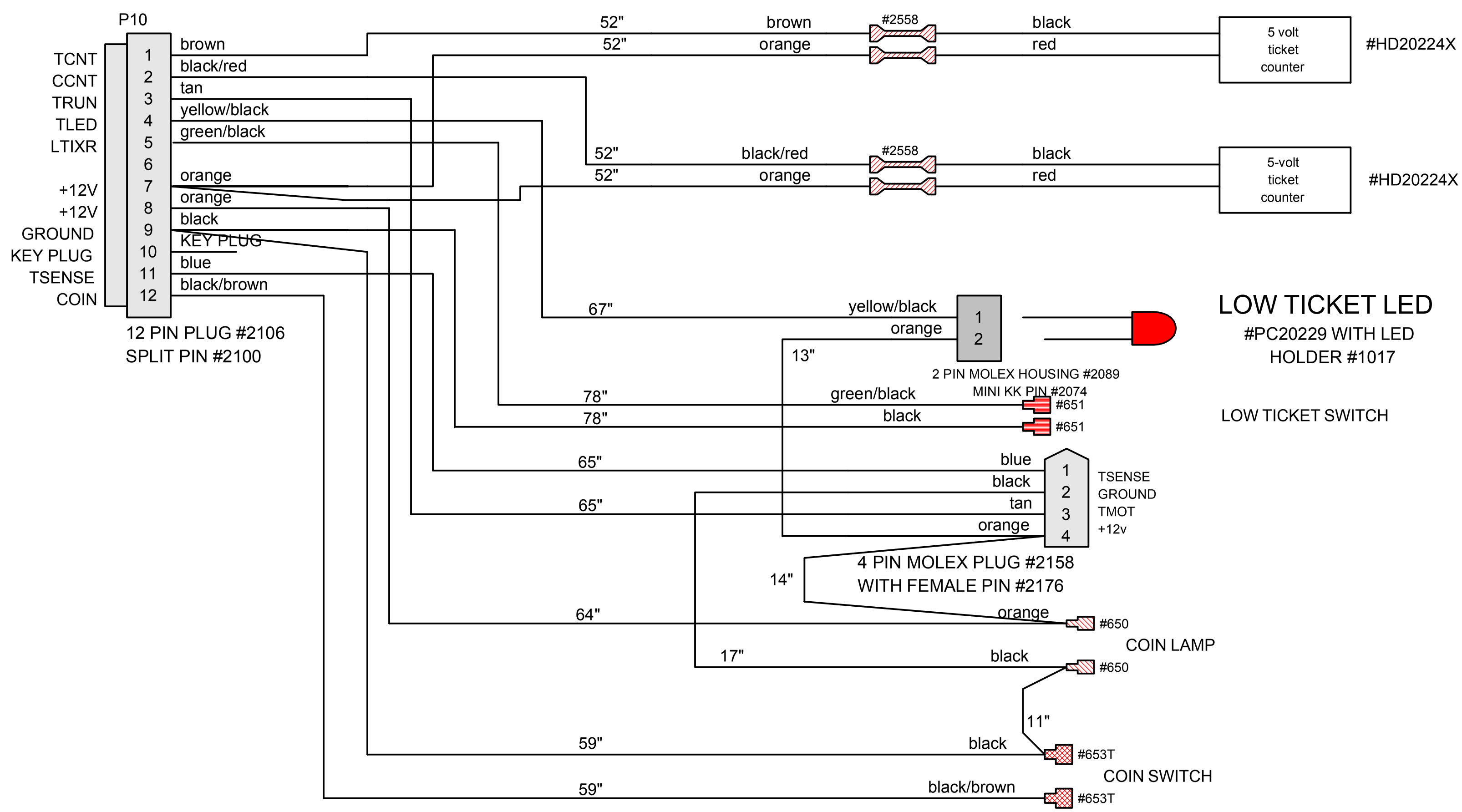
QTY 1 PER GAME

TITLE	#BZ2051RX		
DESCRIPTION	DISPLAY RIGHT	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RON
DATE 2/5/98	REVISED 11/8/02	PAGE	5 OF 16



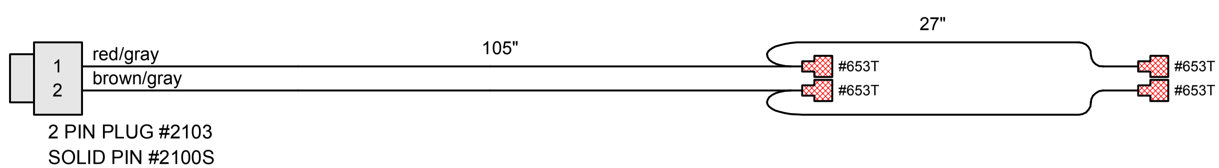
QTY 1 PER GAME

TITLE	BZ2050RX		
DESCRIPTION	DOOR RIGHT	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE 2/5/98	REVISED 11/8/02	PAGE	6 OF 16



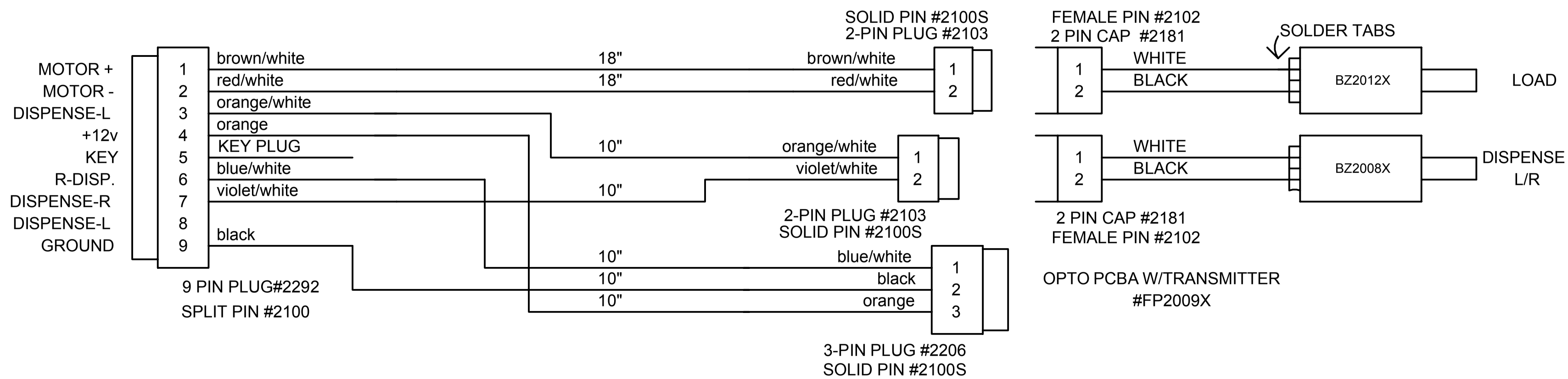
QTY 1 PER GAME

TITLE	BZ2050LX		
DESCRIPTION	DOOR LEFT	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02
PAGE	7 OF 16		



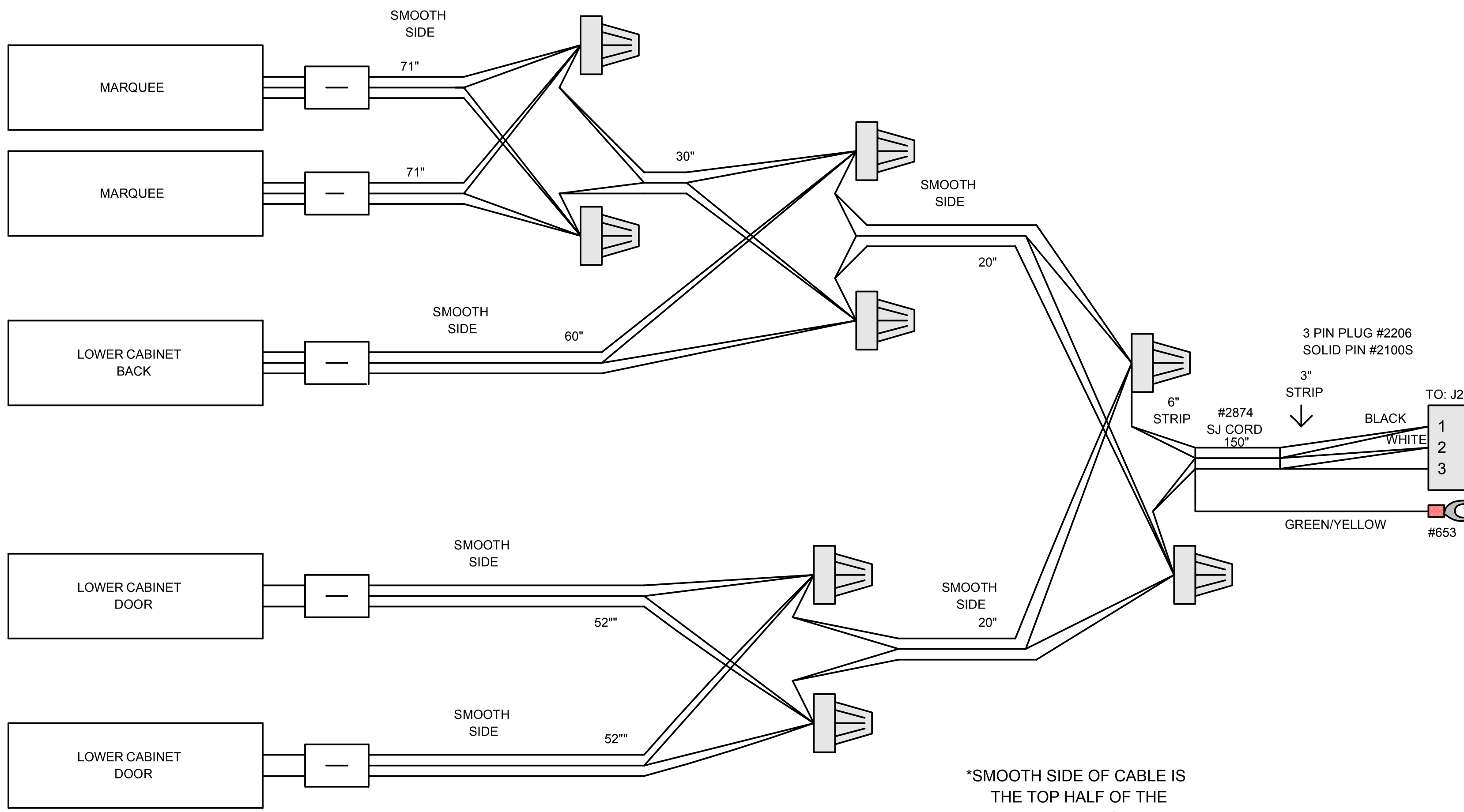
QTY 1 PER GAME

TITLE	BZ2053X		
DESCRIPTION	SPEAKER	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02
PAGE	8 OF 16		



QTY 1 PER GAME

TITLE	BZ2052X				
DESCRIPTION	DISPENSE			FILENAME	BOZO_HAR.VSD
				DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02	PAGE	9 OF 16

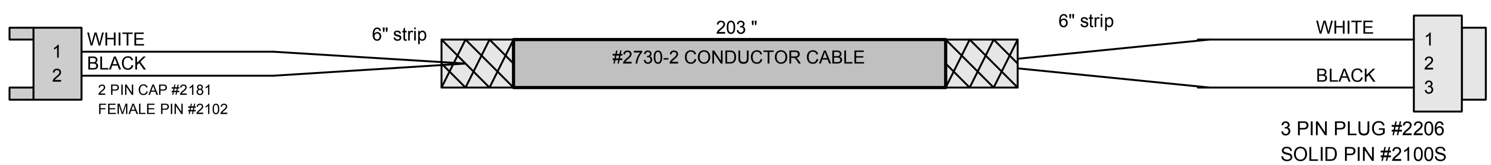


*SMOOTH SIDE OF CABLE IS THE TOP HALF OF THE DRAWING.

SMOOTH TO BLACK
RIDGED TO WHITE

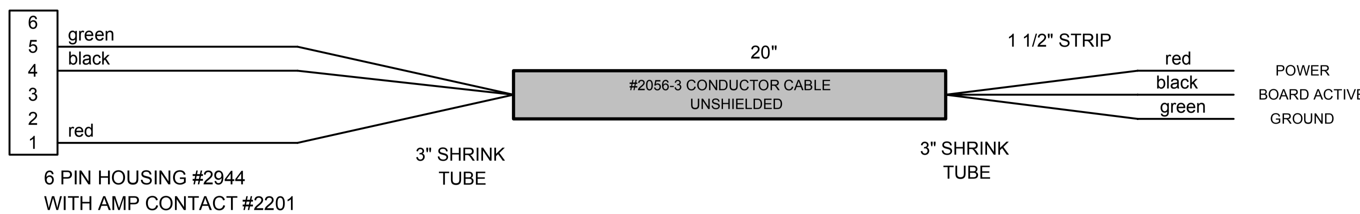
QTY 1 PER GAME

TITLE	BZ2059X				
DESCRIPTION	POWER			FILENAME	BOZO_HAR.VSD
				DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02	PAGE	10 OF 16



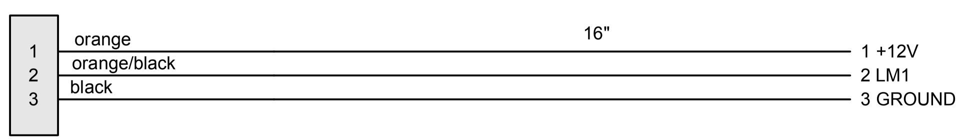
QTY 1 PER GAME

TITLE	BZ2060X		
DESCRIPTION	MARQUEE REV.2	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE 2/5/98	REVISED 11/8/02	PAGE	11 OF 16



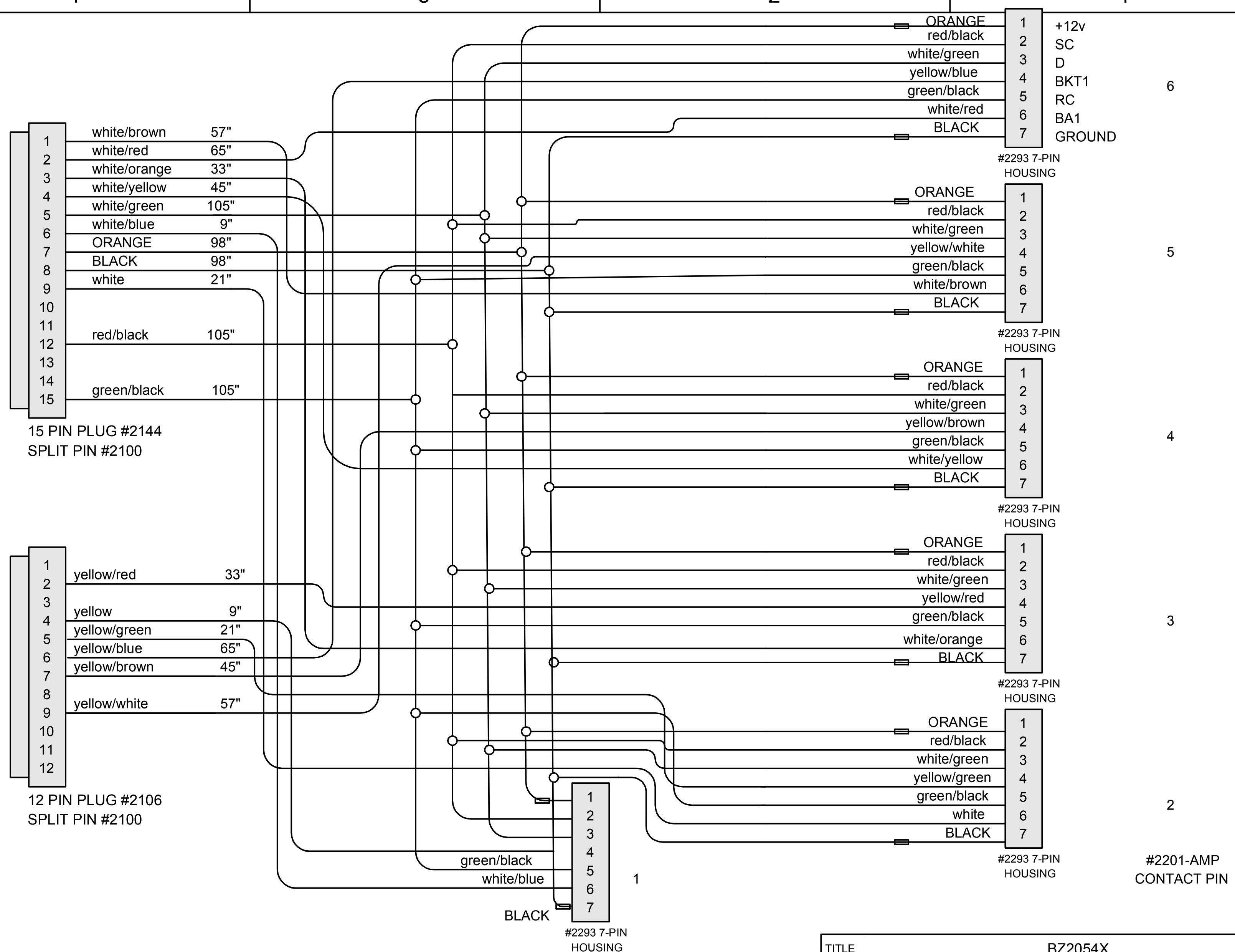
QTY 12 PER GAME

TITLE	BZ2055X		
DESCRIPTION	RING HARNESS REV. 2	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE 2/5/98	REVISED 11/8/02	PAGE	12 OF 16



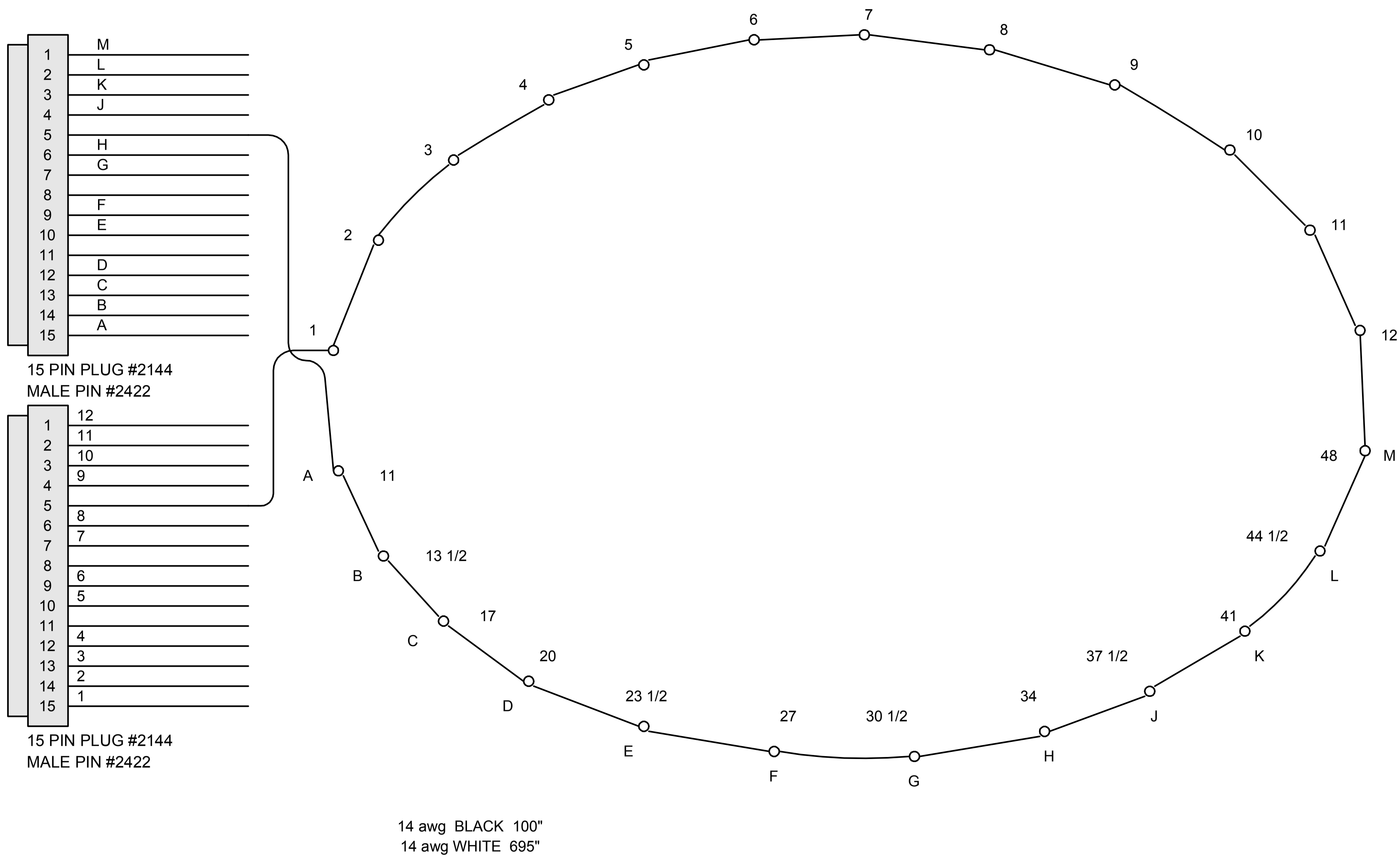
QTY 12 PER GAME

TITLE	BZ2056X		
DESCRIPTION	OPTO LEFT REV.1	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02
PAGE	13 OF 16		



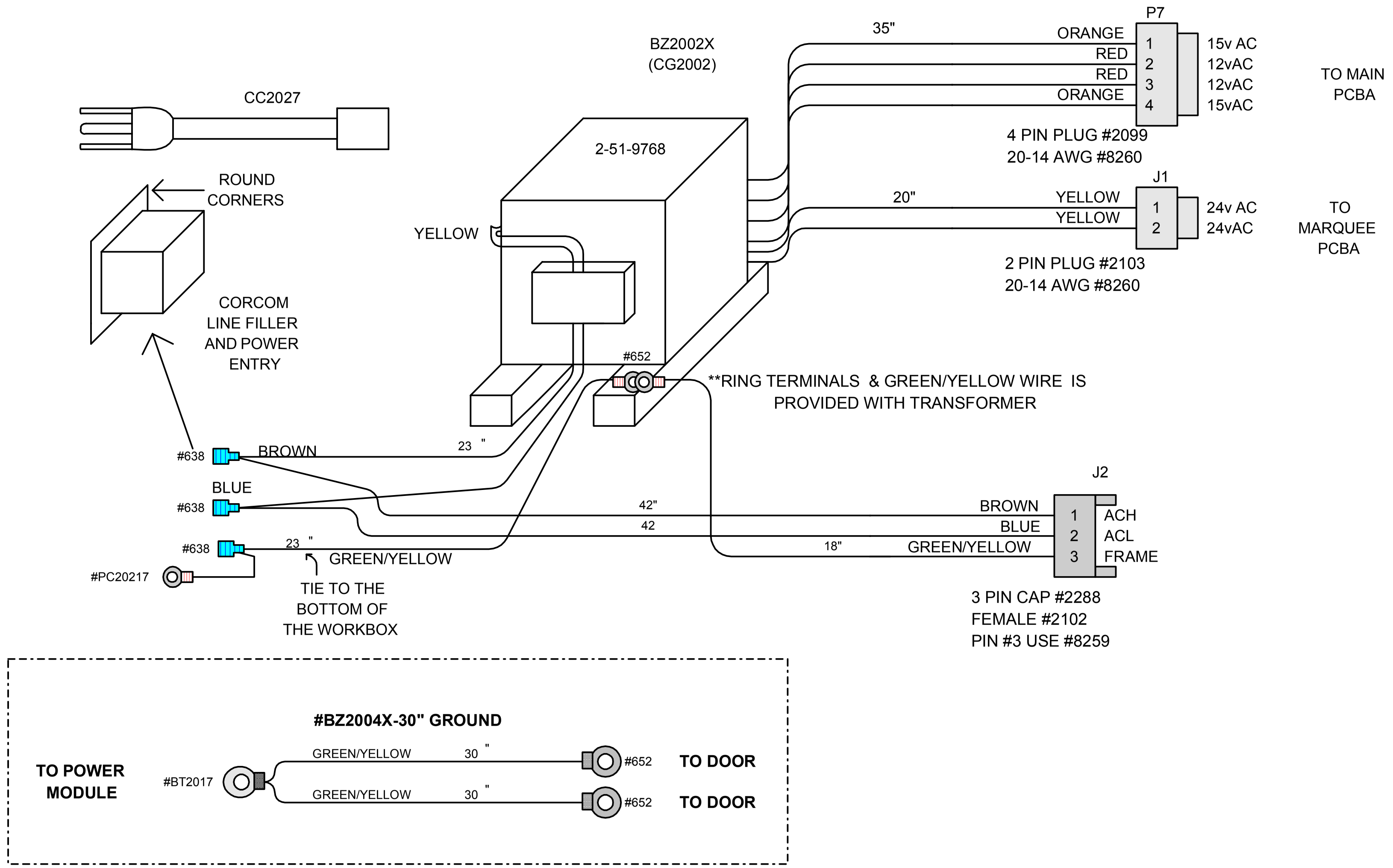
QTY 2 PER GAME

TITLE	BZ2054X		
DESCRIPTION	BUCKET LED / SENSE HARNESS	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02
PAGE	14 OF 16		



QTY 1 PER GAME

TITLE			
DESCRIPTION	MARQUEE HARNESS ASY.	FILENAME	BOZO_HAR.VSD
		DRAWN BY	RMO
DATE 2/5/98	REVISED 11/8/02	PAGE	15 OF 16



QTY 1 PER GAME

TITLE					
DESCRIPTION	#BZ2002X-TRANSFORMER #BZ2004X-30" GROUND			FILENAME	BOZO_HAR.VSD
				DRAWN BY	RMO
DATE	2/5/98	REVISED	11/8/02	PAGE	16 OF 16

Warranty

I.C.E warrants all components in the **BUCKET BONANZA**™ game to be free of defects in materials and workmanship for a period of 90 days from the date of purchase. Furthermore, all MAIN P.C. BOARDS are warranted for 180 days.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **BUCKET BONANZA**™ game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its discretion to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

I.C.E. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

I.C.E.'s obligation will be to ship free of charge, replacement parts by U.P.S. Ground, U.S. mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

Products will be covered under warranty only when:

- The serial number of the game with the defective parts is given.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

I.C.E. distributors are independent, privately owned and operated. In their judgment, they may sell parts or accessories other than those manufactured by I.C.E. We cannot be responsible for the quality, suitability, or safety of any non-I.C.E. part, or any modification, including labor, which is performed by such a distributor.

WARRANTY

ICE Inc warrants that all of its products will be free from defects in material and workmanship.

When placing a warranty request, please be prepared to provide the following information:

- Serial Number of Game or Bill of Sale
- Machine Type
- A Detailed Description of the Equipment Fault Symptoms

ICE product, including Cromptons, Sam's Billiards, Uniana and Bell Fruit is warranted as follows:

- 180 days on the Main PCB and Computers
- 90 days on all other components (i.e. DBV's, Ticket Dispensers, etc)
- 30 days on repaired items
- 3 years on all Crane Harnessing
- 9 Months on Printers

ICE Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment has been subjected to unwarranted stress through abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification attempts
- Equipment that has failed through normal wear and tear

ICE Inc will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications. ICE Inc will cover all UPS ground, or comparable shipping means, freight costs during the warranty period. Expedited shipments are available for an additional charge.

Defective parts are returned to ICE Inc, at the customer's expense, in a timely fashion.

ICE distributors are independent, privately owned and operated. In their judgment, they may sell parts and/or accessories other than those manufactured by ICE Inc. We cannot be responsible for the quality, suitability or safety of any non-ICE part, modification (including labor) that is performed by such a distributor.

I.C.E. Parts/Service Dept.
Innovative Concepts in Entertainment
10123 Main St.
Clarence, NY 14031
Phone #: (716) - 759 – 0360
Fax #: (716) – 759 – 0884